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E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

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In **Australia:** For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10am to 8pm. If you are under 18 years of age parental consent required.

Proof of Purchase
NCAA® Football 07
1523205



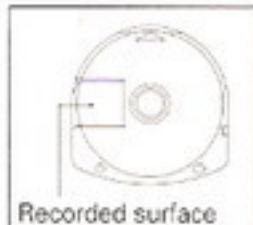
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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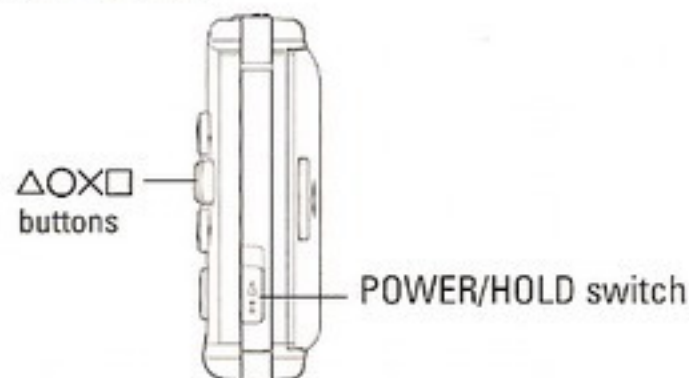
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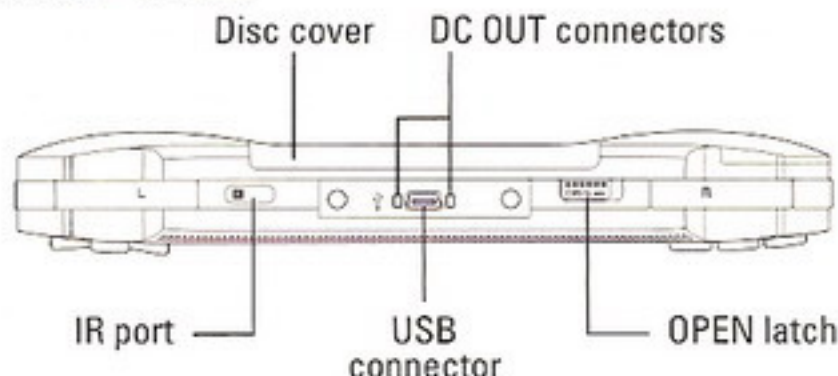


GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the *NCAA® Football 07* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **×** button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

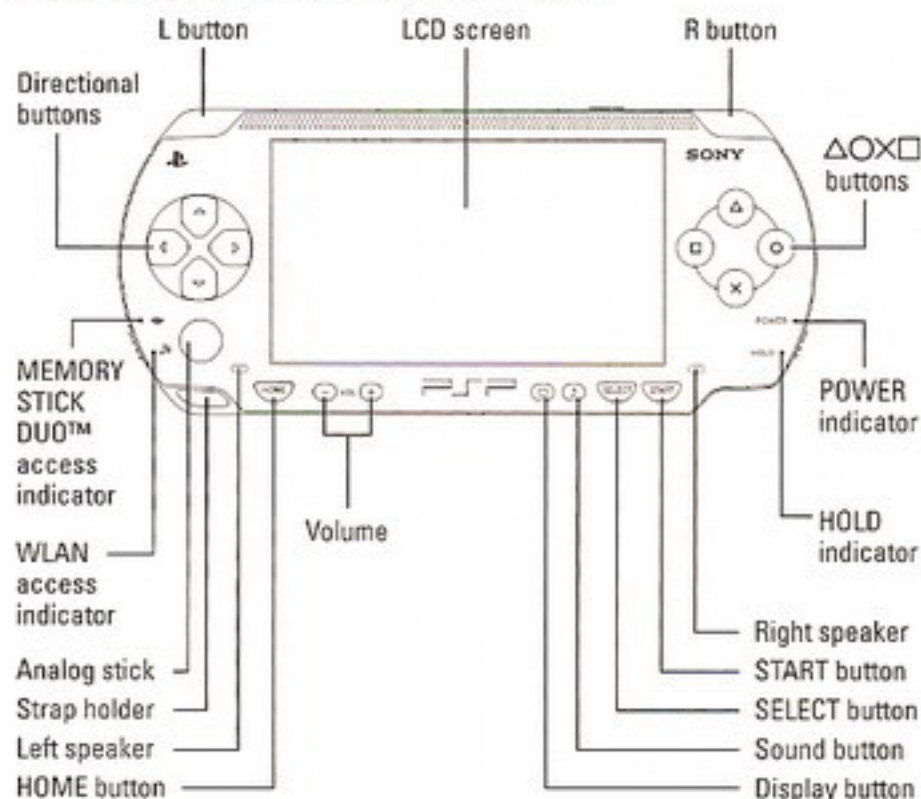
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



COMPLETE CONTROLS

For information on the Match-up Stick, Audibles, Hot Routes, running the Hurry-up Offense, and more, refer to the Playing the Game section of this manual.

BOTH SIDES OF THE BALL

| | |
|-------------|--------------------------|
| Move player | D-button or Analog stick |
| Sprint | R button |
| Dive | □ button |
| Pause game | START button |
| Timeout | L button + SELECT button |

NOTE: To either make or break tackles at the point of contact, tap the **×** button.

OFFENSE

| | |
|--|---|
| Snap the ball | X button |
| Throw to receiver | □ button, ▲ button, ○ button, L button, or X button (hold for a bullet pass; tap for a lob) |
| Switch to closest receiver (while ball is in flight) | ○ button |
| Throw the ball away | SELECT button |

AT THE LINE OF SCRIMMAGE

| | |
|--|--|
| Fake snap | ○ button |
| Cycle man in motion/Send man in motion | D-button ↓ (to select player) + D-button ↔ |
| Coach cam | |
| —Show routes | R button |
| —Rotate left/right | D-button ←/→ |
| Slide Protection (offensive line only) | L button + R button + □ button + D-button: |
| —Bunch together/Fan out | ↓/↑ |
| —Shift left/right | ←/→ |

NOTE: Slide Protection lets you make adjustments to your offensive line at the line of scrimmage. Use it to your advantage and adjust accordingly when the defense stacks the line on one side or if a linebacker appears to be blitzing off the edge.

RUNNING WITH THE BALL

| | |
|-----------------------|---------------|
| Charge | SELECT button |
| Auto juke | L button |
| Spin | ○ button |
| Stiff arm/Switch hand | X button |

NOTE: The Auto juke allows players to scamper out of dangerous situations at the touch of the L button.

QB OPTION

| | |
|--------------------------------------|---------------|
| Pitch ball | ▲ button |
| Fake pitch | SELECT button |
| Hand off to fullback (triple option) | R button |
| QB dive/slide | □ button |
| Stiff arm/Switch hand | X button |

DEFENSE

| | |
|--|---------------------|
| Switch to player closest to the ball | ○ button |
| Big hit | L button + X button |
| Strip ball | L button |
| Strafe | X button |
| Swim/Spin left/right (with linemen only) | X button/L button |
| Intercept | ▲ button |

BEFORE THE SNAP

| | |
|-----------------------|--|
| Cycle through players | ○ button |
| Jump the Snap | X button (right before ball is snapped) |
| Linebacker shift | L button + R button + X button + D-button in any direction |
| Line shift | L button + R button + □ button + D-button in any direction |

NOTE: Jump the Snap is the ultimate risk/reward on defense. If you time it right, you can burst through the line and make a big tackle in the backfield. Jump too early, and you go offsides and get a five-yard penalty. Jump too late and the offensive lineman manhandles you.

NOTE: When defending field goals and punts, press the ▲ button to switch perspectives. It gives you a different view as you burst through the line and make a momentum-changing block.

NOTE: For those who want an extra challenge, *NCAA Football 07* also features advanced controls that can be changed in the settings screen from the My NCAA® menu.

KICKING GAME

KICKING OFF/PATS/PUNTS

| | |
|---|--|
| Adjust power/direction | L button (push and hold) + Analog stick to adjust direction, then Analog stick ↓ (until power is desired), then Analog stick ↑ |
| Onside kick | Analog stick/D-button ↕ |
| Adjust point of contact on the ball (for onside kicks only) | L button (push and hold) + Analog stick, then release L button and press Analog stick ↕ |
| Abandon kick/punt (after the ball is snapped) | X button |

RETURNING KICKS/PUNTS

| | |
|-------------------|------------------|
| Fair catch | ▲ button |
| Kneel in end zone | Stay in end zone |

PLAYING THE GAME

Experience the unparalleled emotion of college football with a Play Now game.

MY FAVORITE TEAM

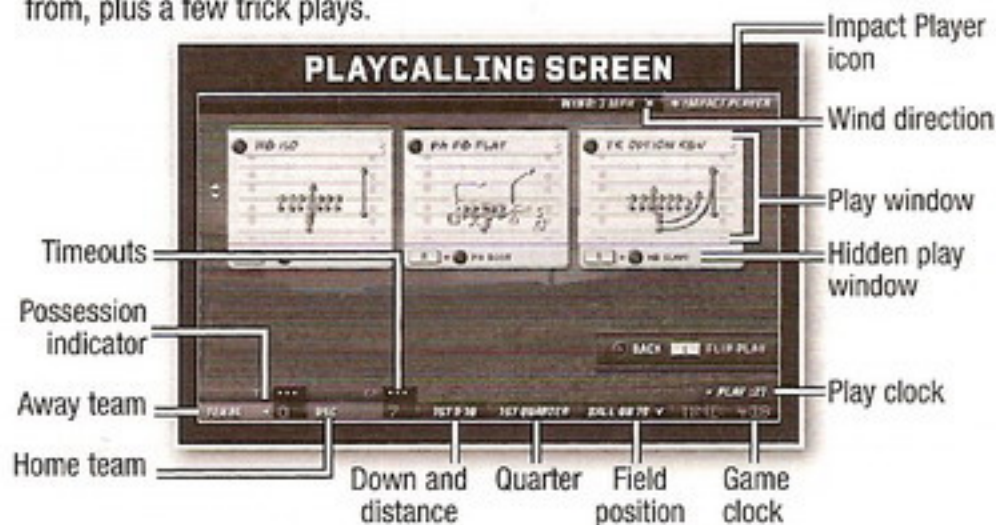
The first time you play *NCAA Football 07* the My Favorite Team window appears. After selecting a school, it's automatically saved to your Memory Stick Duo. Working as your default, your favorite team appears on the Main menu and as your default team in some game modes. You can change your favorite team settings from the SYSTEM screen in the Settings menu.

USER PROFILES

Keep track of your personal stats and accomplishments with a User Profile. An active User Profile saves Dynasty Mode achievements and statistics to your Memory Stick Duo.

PLAYCALLING SCREEN

Cycle through the play windows to select a set, formation, and play. There are a number of running, passing, and special teams plays to choose from, plus a few trick plays.



- To flip/reverse a set, formation, or play, press the **L** button. To swap a package with different player personnel, press the **○** button.
- When in doubt on offense only, ask Lee Corso for his advice on the next play by pressing the **□** button.

ON THE FIELD MOMENTUM METER

Controlling momentum means controlling the game, and that's never been more important than in *NCAA Football 07*. Every game starts out with both teams holding even momentum, but starting with the opening kickoff it can shift on any given play. You must do more than score if you expect to win—you must keep momentum working in your favor with big plays (including trick plays) on offense, by punishing your opponent on defense with sacks, turnovers, and goal line stands, or by making big blocks with your special teams.

IMPACT PLAYERS

Impact Players, indicated by a red circular icon, can change the game in a heartbeat. Be sure to key in on them during the biggest moments of the game.

If the Impact Icon is pulsating, the player is "In the Zone" and is more likely to make a big play. If your Impact Player is struggling with an opponent, tap the **⊗** button for a second chance to either make or break the tackle.

HOME FIELD ADVANTAGE

Life is tough when playing rivals on the road. The thunderous roar of the fans can be deafening as crowd noise makes signal calling nearly impossible to hear. The noise can also rattle less composed players so be sure to keep this in mind when using the Match-up feature (see below).

NOTE: If you are playing at home, tap the **SELECT** button rapidly to pump up the crowd.

MATCH-UP

Before the ball is snapped see how your players stack up against your opponent with Match-up, then use it to exploit mismatches—a red meter indicates a player with lesser talent, while a green meter indicates a player who has more skills. A green box shows a composed player; a black box indicates a player who is rattled. Colors change throughout the game, depending on the results of the previous play(s).

- To see how your receivers fare against the opposing secondary, press the **L** button + the **□** button.
- To look inside the trenches, press the **L** button + the **○** button to view the offensive and defensive lines.
- Press the **L** button + the **⊗** button to see if your linebackers are at an advantage or disadvantage against the backfield.

Use Match-up on field goal attempts to see how good the kicker is. Now you'll know if you should try to ice him or not.

You can also choose to coach a specific offensive or defensive unit (i.e., backfield, linebackers, etc.) during timeouts. Use this time to help increase composure before returning to the field.

AUDIBLES

Call an audible at the line of scrimmage by pressing the **□** button + the **⊗** button, **○** button, **□** button, **L** button, or **R** button. There are five preset audibles for both the offense and defense.

- After calling an audible, the players realign and adjust to the new play selection.
- To flip the play, press the **□** button.

NOTE: If you wish to alter your original audibles, you can change them from the In-game Strategy section of the Pause menu.

DEFENSIVE AUDIBLES

| | |
|-----------------------------------|--------------------------------|
| Loose/Tight coverage in secondary | △ button + D-button ↑/↓ |
| Line shift | L button + R button + □ button |
| Linebacker shift | L button + R button + × button |

You can also change the coverage of an individual defender. First, tap the ○ button until the desired player is highlighted, then use one of the following commands:

| | |
|------------|-------------------------|
| Zone/Blitz | L button + D-button ↑/↓ |
| Flat/Spy | L button + D-button ←/→ |

HOT ROUTES

Audible a specific player into a new route or assignment on offense by pressing the △ button, then press the corresponding button symbol of the receiver or back whose route (or pass-blocking assignment) you want to change. Then, decide what you want that player to do by choosing one of the following controls. To call a Smart Route, press the R button once you've selected a receiver.

NOTE: Smart Routes take existing routes and extend them to where the first down marker or goal line is, so if your selected play has a 5-yard out route and it's 8 yards for a 1st down, you can call a Smart Route and the 5-yard out turns into an 8-yard out.

| | |
|--|-------------------|
| Fly pattern/Quick hitch | D-button ↑/↓ |
| In/Out pattern | D-button ←/→ |
| Slant pattern left/right (for receivers) | □ button/○ button |
| Pass block left/right (for running backs/tight ends) | □ button/○ button |
| In/Out flare left/right (for running backs) | D-button ←/→ |

HURRY-UP OFFENSE

When leaving the huddle you can hurry your team to the line of scrimmage by pressing and holding the × button. To run the no huddle, press and hold the △ button immediately after the whistle blows to repeat the previous play. To have the quarterback spike the ball, press and hold the □ button. To fake a spike, press and hold the ○ button.

CELEBRATIONS

To celebrate during a big play when you're in the open field, press the L button + R button + the × button, □ button, △ button, ○ button.

NOTE: Celebrations are available only when using advanced controls.

SAVING AND LOADING

The first time you play *NCAA Football 07*, the My Favorite Team window appears. After selecting a school, you must select SAVE from the pop-up menu to save it to your Memory Stick Duo. Working as your default, your favorite team appears on the Main menu and as your default team in all game modes. You can change or alter your favorite team settings from the SYSTEM screen in the Settings menu.

GAME INFO

Before exiting a game mode (or a menu where changes have been made), be sure to save your progress to a Memory Stick Duo. All unsaved information will be lost otherwise. You can also save or load manually by accessing the LOAD/SAVE/DELETE screen under the My NCAA menu.

USER PROFILE

Keep track of your personal stats with a User Profile. If an active User Profile is associated with a team during a game, the statistics are tracked during the game and updated to the User Profile at the end of the game.

GAME MODES

DYNASTY MODE™

Become a national powerhouse and make a run for a championship every season over a 10-year span. Nab the top recruits in the land, strategize an unstoppable gameplan, and dominate your opponents every Saturday. Transform your university into one of the most respected in college football. The program is in your hands.

DYNASTY MODE MAIN MENU

Preseason Options

Customize your schedule and choose to play either unchallenging cupcake programs or prestigious powerhouse schools. You can also tweak your roster by redshirting players for the upcoming season.

Play Week

Play or simulate games on the schedule, or choose to simulate the entire season.

In-Season Recruiting

You can now target a limited number of prep prospects before and during the season. As the season moves along, players let you know how they feel about your school. If they are still indecisive as the season progresses, or if you wish to finish off the deal, give them the attention they desire by adding to their recruiting points. Soon, they become available for campus visits. Don't wait too long—signing day arrives sooner than you think.

ESPN The Magazine

View the Top 25 poll, see who is in the running for the Heisman, check out the list of All-American candidates, get a conference overview, and see which stadiums rank as the toughest 25 places to play.

ESPN.com

View season, career, and team stats, or look at rankings.

Coach Options

Choose your game strategy, view (or quit) your coaching position, and review your coaching report card.

Rosters/Playbooks

Adjust your team rosters or customize your playbook.

My NCAA®

View your trophy room and greatest games played, or check out the record book. You can also change settings and save.

DURING THE SEASON

You have one simple goal during the season: win the next game on the schedule. With all of the off-the-field activities that occur during the week, such as dealing with everyday player issues, in-season recruiting, and the ever-changing Top 25 Poll, don't lose focus on the task at hand. Learn to balance the workload.

INFRACTIONS

Maintaining a disciplined team is essential if you want to have a shot at the title. If one of your players commits an infraction, you can choose whether to take action. But be forewarned, your school may be penalized by the NCAA if you choose to ignore rule breakers.

You can suspend players for a quarter, an entire game, or for the remainder of the season. Each action you take costs a certain number of Discipline Action Points. Be sure that you don't use too many points on minor infractions or you might not have enough left for more serious violations.

AFTER THE SEASON

After playing the final game on the schedule, hopefully in your case it was a major bowl game, your school may offer to extend your contract. If you're a hot coaching prospect, another school might offer you a better job as well. On the flip side, if you failed to reach the expectations of the school, you could lose your job.

THE OFFSEASON

Negotiate with players who are leaving the team early, recruit new talent, train your squad, cut players, and organize your depth chart. Once the paperwork is finalized, the new season begins.

RIVALRY GAME

Choose from any of the countless college football rivalries and settle the score with once and for all. An updated all-time series record for each rivalry shows which team has held the advantage over the years. Collect trophies as you take to the field and try to accomplish the most fulfilling part of college football—beating your fiercest rival.

MASCOT GAME

Unleash your school spirit in an action-packed, 11-on-11 mascot game as your favorite sideline heroes take the field and put their pride on the line. See if your mascots have what it takes to give you something to cheer about.

OTHER GAME MODES

ROSTERS

Edit player ratings, change depth charts, autaname players, and assign the captains of any 1A, 1AA, or historic roster. Then take to the field with the team of your dreams.

MY NCAA

TROPHY ROOM

Check out all the trophies that you earn in Dynasty Mode and Rivalry games by going to the trophy room.

PLAYBOOKS/AUDIBLES

Customize playbooks with up to nine editable formations and set your audibles so you are completely prepared on gameday.

GREATEST GAMES

See which of your played games rank as the most memorable. All the nail-biting finishes, improbable upsets, and miracle comebacks can be found here.

RECORD BOOK

A collection of all the records—single-game records, school records, Dynasty records, and personal bests.

SETTINGS

Adjust *NCAA Football 07* to your liking by altering the gameplay, artificial intelligence, penalty, visual, audio, easy play, system and controller layout settings.

LOAD/SAVE

See Saving and Loading on p. 8.

MULTIPLAYER MODE

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS, SUBSCRIPTION FEES AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2006-2007 NCAA FOOTBALL SEASON.

WI-FI (WLAN) FEATURES

Communicate with other PSP systems, download data, and compete against other players via a connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

NOTE: The player is responsible for any Wi-Fi fees.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

INFRASTRUCTURE MODE

Infrastructure mode is a Wi-Fi feature that allows the PSP system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point, and a PC. For further information and set up details, please refer to the PSP system's Instruction Manual.

NOTE: Get news and score updates from around the world of sports while playing in Infrastructure Mode with the ESPN Sports Ticker and ESPN Radio.

PLAYING BEHIND A FIREWALL:

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection).

HINT: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

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